The Duel

TEST DRIVE II™

The Manual for Amiga

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The Duel

Imagine the desert. Flat. Hot. Roads that drill straight ahead into perpetuity. A driver's dream. Now, imagine yourself at the wheel of a silver gem known as the Porsche 959. The world's fastest production car. That's what they told you when you plunked down your quarter-of-a-million dollars, anyway. You're cruising at 200 KPH, feeling very royal, very king-of-the-road.

Nothing in these parts can touch you. Or so you think.

Suddenly, there is a blur in the passing lane.

You blink. Whatever it was had to be going at least 240 KPH. You put your pedal to the metal and investigate. Up ahead, in a perfect red haze of automotive harmony, cruises a machine unlike any you've seen before. Your jaw drops. It's the legendary Ferrari F40 — as sleek a piece of Kevlar and carbon-reinforced plastic as ever rolled off a production line.

You pull even. The other driver looks you over. He raises his thumb ... then roars ahead, finding another 40 or 50 KPH in the bowels of his 478-horse, twin-turbo V-8. You glance at your instrumentation. You've always wanted to explore the depths of that famous Porsche 6th gear. You shift. You rocket, head to head, down the desert chute. You wind up treacherous mountain curves. You hurtle through lush woodland corridors.

And the cops are out in droves.

HOW TO INSTALL *THE DUEL* ONTO YOUR HARD DRIVE

These instructions assume that you've assigned **DFO:** to be your floppy drive and **DH0:** is your hard drive. (If you're configuration is different, just substitute the drive letters.)

1. Before you boot up the game, load CLI, and create a hard disk directory by typing **MAKEDIR DH0:DUEL**. You only have to do this one time and you're set for life. (And, of course, you can substitute any name for **DUEL** if you wish.)
2. Insert your *Duel* disk in DF0:, then type **TDBOOT:DUEL**, and press **Enter**.
3. Once the game starts, choose the **Install** option from the Setup screen.
4. When the Install Menu appears, assign **DHO:DUEL** to be your Play Disk.

   If you have a Car and/or Scenery Disk, assign the to **DFO:**. Or if you have a second floppy drive, you may assign then to **DF1**.
5. Choose **Make Play Disk** and a Play Disk will be created in the DUEL directory of your hard drive.
6. Choose **Copy Cars** and copy all cars onto the Play Disk. (These cars will then appear under the Play Disk list.) Exit from the Copy Cars screen.
7. Choose **Copy Scenery** and copy all scenery onto the Play Disk. (All scenery will then appear under the Play Disk list.) Exit from the Copy Scenery screen.

   Note: You can put as many cars and scenery on your hard drive as you have disk space to fill. If you have more than you can see on your Copy Cars or Copy Scenery screens, just pull up or down on the joystick to scroll to the other items.
8. First, go to **Play Disk** and press the **fire button**. Make sure the Play Disk is assigned to **DHO:** and press the **fire button** again. The message at the top of the Install Menu should read "Using Play Disk."
9. Make sure that **Car Disk** and **Scenery Disk** are not assigned to a drive (the space beside the option should be blank).
10. Your hard disk is now the proud owner of *The Duel*. Whenever you want to play the game from the hard drive, just boot *The Duel* and specify the Play Disk location **(DHO:DUEL)**

HOW TO LOAD *THE DUEL*

1. Connect your joystick.
2. If you have an Amiga 1000, kickstart your computer with Kickstart version 1.2 or 1.3.
3. Insert *The Duel: Test Drive II* into the drive, label side up.
4. Turn on your computer. The game will load, and after the initial title and credit screens appear, the game automatically goes into its demonstration run — a preliminary peek at driving nirvana. Watch the action. Enjoy the scenery. Let your jaw fall agape. (Also a good time to don goggles and scarf.)
5. Press the **fire button** whenever you want to exit the demo. You're whisked to the first Selection screen to set up your race.

HOW TO SET UP A RACE

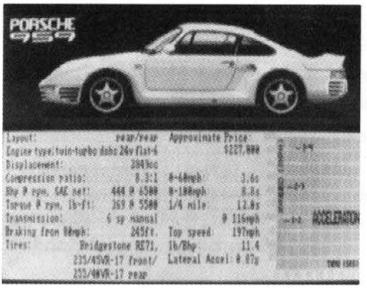
The Setup screen: *On this screen, use your joystick or keypad arrows to move the highlight box from option to option. When you want to set an option, press the joystick* ***fire button****.*

Your choices include (and it's good to choose them in this order):

(1) Your Car

- A picture of the current selection is displayed in the box (in the picture here, the Porsche 959). To choose other cars, press the **fire button**.
- After the screen dissolves to the Car Selection screen (like the one pictured on page 2), use your joystick or Up and Down arrow keys to scroll through the available cars. When your favorite appears, press the **fire button** and the screen dissolves back to the Setup screen.

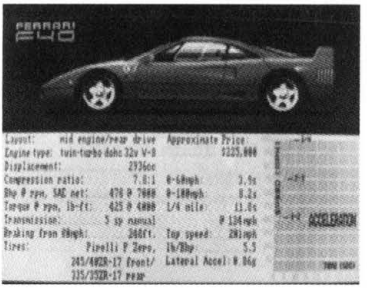
HOW TO SET UP A RACE (Continued)



***The Porsche 959**: Is it truly the production zenith of modern automotive engineering? Get it up to 190 mph on a straight stretch of road. Then try to figure out if that's a shimmy you feel — or just the racing of your insane, babbling heart. (Hint: Porsches don't shimmy. Ever.)*

(2) The Other Car

- This displays your competition if you elect to race the computer. Highlight, press the **fire button** and the screen dissolves to the Car Selection screen. Choose the computer's weapon and press the **fire button** to return to Setup.



***The Ferrari F40:** Anything that can put a quarter-mile behind you in 11.8 seconds should be classified top secret, but here's the specs. Everything except what the pit of your stomach feels like, cornering at 160 KPH. (Hint: It has been described as "the Ferrari shriek.")*

Need Another Unit?

Two cars come with *The Duel* from the factory; but if you want more, you can have more. A Car Disk called *The Supercars*™ is available, and features five additional road rockets from Lotus, Ferrari, Porsche, Lamborghini and Chevrolet. If you want more poop, see your software retailer.

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(3) Scenery

- You don't need this option unless you have an additional Scenery disk (see box below). If you don't, skip to #5 in this section.
- If you do have one, press the **fire button**. The screen dissolves to the Scenery Selection screen, which features the Mastery Scenery Disk (pictures of the three original roadscapes you face in *The Duel*.) If you've already installed the scenery disk (see *Install*, page 10), move the joystick up or down (or press the Up and Down arrows) to examine other roadscapes. When you see the scenery you want, press the **fire button**. The screen dissolves back to the Setup screen.

Need a Change of Scenery?

The Duel comes with three different roadscapes, but another Scenery Disk — *California Challenge*™ with seven additional roads — is available. To find out more, visit your favorite software store.

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(4) Install

- You don't need this option unless you have an optional Car or Scenery Disk. If you don't have them, skip to #5. If you do, please turn to page 10, *HOW TO USE THE INSTALL OPTION.*

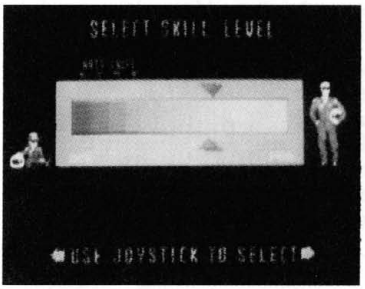
(5) Do you want to race against the clock?

- Highlight the stopwatch, press the **fire button** and you're off to the Skill Selection screen.

(6) Or battle the relentless, icy cool driving hand of the computer?

- Highlight the computer, press the **fire button** and you go to the Skill screen.

CHOOSE YOUR SKILL LEVEL



The Skill screen: *After choosing your car and competition, it's time to honestly assess your talent. From wimp to stud.*

There are 12 levels of difficulty. Here's a quick breakdown of the range for the different variables:

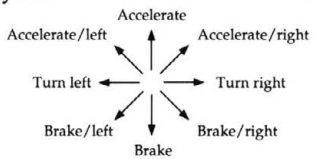
Skill level	1 2 3 4 5 6 7 8 9 10 11 12	
Auto shift	x x x x	
Opponent speed	90 MPH	Top speed of selected car
Cop speed	120 MPH	200 MPH
Traffic density	50%	100%
Traffic speed	30 MPH	60 MPH
Scoring	33%	100%

- Move your joystick left or right to choose a level, then press the **fire button**.

HOW TO DRIVE YOUR CAR

Use the joystick to play *The Duel: Test Drive II*. Here's how it works:

Joystick:



To manually shift your car with these controls, accelerate or decelerate until you're ready to change gears, then simultaneously press the **fire button**.

ADDITIONAL CONTROLS

D	Makes the Gear Shift appear and disappear on screen
P	Pauses the action — press any key to continue
M	Toggles music off and on
S	Toggles game sounds off and on
Ctrl + R	Takes you to the original Setup screen
Esc	Exits you to Amiga DOS
SAVE	There is no way to save a race.

THE COCKPIT

The Cockpit: *everything you need to get into a heap of trouble.*

Tachometer

Large gauge in center of dashboard. Registers in thousands of revolutions per minute (RPMs), the rotational speed of your drive shaft. The bigger the number, the harder your engine is working. If you work it too hard, or "red line" — that is, push the tach needle into the red area — you'll blow all your precious horsepower right out the tailpipe. (Watch for smoke in the rear view mirror.)

Steering Wheel

The joystick turns the wheel left or right. The dot on the top moves to show you how far off of straight ahead you are.

Radar Detector

Located on sun visor in upper left of windshield. A blinking light means it's on. If the light flashes and beeps, slow to the speed limit, because lurking nearby is your worst nightmare: A state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota.

Of course, you could try to outrun the toast. But you better be good.

Police

A cop will chase you until you either outrun him or he passes you. In the latter case, you must stop and get a ticket. (Getting a ticket is not a good thing. Not only do your insurance rates go up, but the clock is still running and you lose valuable time.) If you crash into a cop, the game is over. That's justice.

At times you'll be coming around a bend and a cop will be standing beside the road (car parked), motioning you to pull over. You have three options: 1) pull over and get a ticket 2) speed by 3) run him over. If you choose #2 and he catches you, you get a ticket. Choose #3 and the game is over.

Speedometer

Near the middle of the dashboard. You can't miss it. For the European-made cars, it's measured in KPH (kilometers per hour). Here's a chart to help you convert KPH into MPH (miles per hour). For the record, one KPH is equal to about .62 MPH.

KPH = MPH	KPH = MPH
375 = 232.5	225 = 139.5
350 = 217	200 = 124
325 = 201.5	175 = 108.5
300 = 186	150 = 93
275 = 170.5	125 = 77.5
250 = 155	100 = 66.14

Gear Shift

To make it appear and disappear from the screen, press **D**. If the display is off, the gear shift appears only briefly when you shift.

Rear View Mirror

Monitor it well. Especially at higher levels, watch out for your zealous highway idiot of an opponent. A keen eye to the glass will help you keep on top of ol' Smokey too.

Dots at the Top of the Screen

These are moving dots (three are possible if you're challenging, two if you're racing solo against the clock). They move across the top of the screen during each leg of a race, starting at the left side at the beginning and ending at the right (or the gas station — the finish line of that leg.) The dots represent the cars in the race — yours, the computer's and the cop's. You are the first dot at the start (red), followed by the computer (blue) and the gendarme (he only appears when he's in pursuit, in yellow). The dots quickly show you how much race is left, and how you're doing relative to the competition.

TAKE A TRIP

Lives. You start with five, which is less than a cat gets, but still pretty generous. You lose a life every time you crash or get a penalty. But you gain one each time you refuel.

Penalties. You lose a life and get 20-second penalties (added to your time) if you crash, blow an engine, or run out of gas.

Gas. Elixir of the road gods. When you see a sign like the one in Diagram 19.5 page 8, start thinking about filling up. When the two white lines pop up beside the gas station (like the ones in Diagram 42.76, page 8), stand on the brake and pull onto your side of the road. If you don't stop between the lines, you can't refuel. That's not good — and you'll find out why in a few miles.

TAKE A TRIP (Continued)

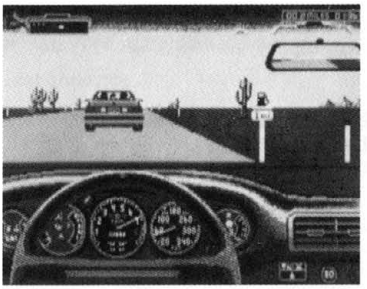


Diagram 19.5: Your car may begin to pant when it spots the universal symbol for petrol.

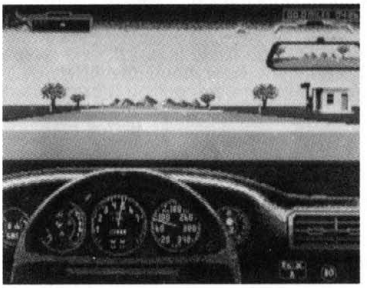


Diagram 42.76: A guy named Vern owns this station which he calls "Eat Here and Get Gas."

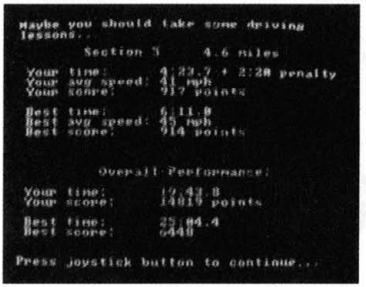
Go. Rev the engine, fool. You are now in gear. If you're on a manual shift level, pop it into gear and go.

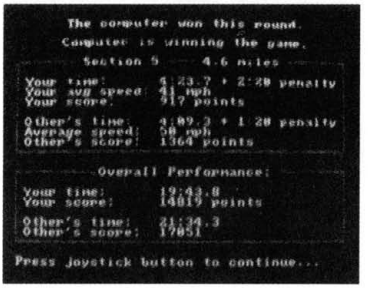
Shift. To shift up, hold the joystick up and press the fire button. To shift down, hold the joystick down and press the **fire button.**

Resurrections. After each crash or penalty, press the **fire button** to continue the duel. If you run out of lives ... well, cheer up, even Rome fell. Don't quit. Ignore the callous insults flung at you by the computer and take another shot.

SCORE SCREENS

One or two score screens that resemble **Z1** and **Z2** will appear after each leg of the race is finished. When you race against the computer, the winner is determined by the highest point total. (If your time is only slightly better than the computer's, his speed and points may be greater than yours. The is because he started behind you and had a slightly greater distance to travel.)





Z1 **Z2**

The stopwatch never lies: *When you race alone, a screen like* ***Z1*** *appears to reward or scold. Three stats—* ***Best Time, Ave. Speed, and Total Points*** *— are the best ever recorded on your disk. They are kept independently and may not come from the same run. When you race against the computer, the screens appear sequentially —* ***Z2*** *first.*

TOP GUN SCREEN

After your race, and if you have one of the seven highest scores on your disk, a screen appears which asks you to type in your name. Then press the **fire button** and you'll see your name in print. Congrats. (There are separate Top Gun screens, by the way, for every Scenery Disk.)

HOW TO USE THE INSTALL OPTION

This section explains how you can create your own unique races using different combinations of cars and scenery from the original game *and* the optional Car and Scenery disks.

What kind of combinations can you make? How about a Porsche RUF (top speed 211 mph) head-to-head against the new Corvette ZR1? Rocketing between a stand of redwoods near the Oregon border, or through heavy San Francisco traffic?

To take the first step toward creating your custom match races, highlight **Install** and press **Enter** (or the **fire button**). You dissolve to the Install Menu which looks something like this.

Install Menu

Exit to Game Menu

Car Disk
Scenery Disk
Play Disk

Make Play Disk
Copy Cars
Copy Scenery

Exit to Game Menu

WARNING!

When you swap disks, please wait until the red light on the drive goes off before you press the fire button.

A Tip to Save Disk Swaps

After you've made a Play Disk, and you're ready to exit the Install Menu screen, make sure that **Car Disk** or **Scenery Disk** are not assigned to any drive (a blank space beside them). It'll save you much swapping grief.

Car Disk

- This tells the computer whether you have inserted a Car Disk into the drive. Highlight it, press the **fire button**, then type in the name of the disk or its drive location. (For example: **DF0:**, **DF1:**, **Car Disk:**)
- If you are asked to insert the Car Disk, follow all on-screen instructions.
- When you return to the Setup screen, choose Your Car or Other Car option. (If you have only one drive, you'll be prompted to insert your Car Disk; follow the on-screen instructions.) You can now move your joystick to scroll through the original and new cars. Press the **fire button** when you spot your dream car.

Only One Disk Per Drive?

No, you can assign more than one disk to the same drive, which is particularly important — obviously — if you have only one drive. For example, both a Car and Scenery disk could be specified to **DFO:**

Scenery Disk

- This tells the computer where the Scenery Disk is located. Highlight it, press the **fire button**, then type in the name of the disk or its drive location.
- If you are asked to insert the Scenery Disk, follow all on-screen instructions.
- When you return to the Setup screen, choose the Scenery option. (If you have only one drive, you'll be prompted to insert your Scenery Disk; follow the on-screen instructions.) Now you can now move your joystick (or arrow keys) to scroll through the original and new scenery. Press the **fire button** when the roads of your dreams appear.

Play Disk

- This tells the computer the location of the Play Disk. Assign a drive for the Play Disk, then follow the on-screen instructions. What's a play disk? It's a formatted disk onto which you can copy some of the Master Disk as well as different combinations of cars and scenery. For example, you could create a match race between the F40 and the Corvette ZR1 in California. And it keeps you from having to swap disks at each gas station. (You must assign a drive to **Play Disk** before making a Play Disk.)

You're Not Crazy!

If you think your game is asking you to swap disks an awful lot, you're not crazy. It is. But you can resolve the merry-go-round by creating a Play Disk.

Don't Write Protect Your Disks!

If you write protect your disks (perhaps so that you won't make a serious mistake when swapping disks), the game won't work properly. So don't. Bruce, the designer, built safeguards into the product (in fact, it will prompt you to take the write protect off).

Another Essential Play Disk Tip

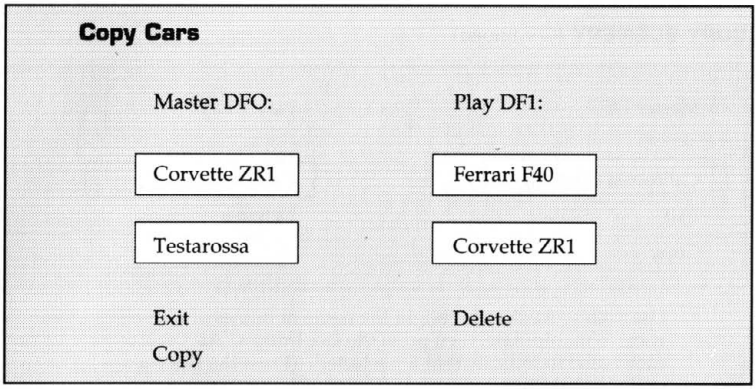
If you want to put cars or scenery onto your Play Disk from an optional Car or Scenery Disk, make sure that the Car or Scenery Disk is assigned to a drive on the Install Menu before you proceed. Otherwise, you can only extract cars and roadscapes from the Master Disk.

Make Play Disk

- With this option, you copy some of the Master Disk onto a formatted disk or your hard drive. Important: You must format your blank disk first — see your Amiga manual if you need more info. Highlight, press the **fire button**, then follow the on-screen instructions. Now you're ready to add Car and Scenery information which makes the Play Disk playable — you must have at least one car and one scenery to make a working play disk.

Copy Cars

- After you make a Play Disk, this lets you copy cars from the Master Disk or Car Disk onto your Play Disk. (You can copy one scenery and two cars to a Play Disk.) Press the **fire button,** follow the on-screen instructions, and a screen appears which looks something like the diagram on page 13.

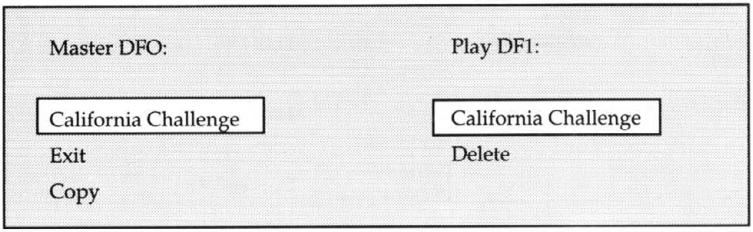


- Use your joystick to highlight the name (or names) of the car you want to manipulate, then press the fire button. An * will appear before each name to indicate that it's selected. (Press the **fire button** again to undo the selection.)
- You can only copy cars — never delete them— from the list in the first column. Likewise, you can only delete — never copy — cars from the second column list.
- After a car is selected, press **Copy** or **Delete**, and follow the on-screen instructions.

Copy Scenery

- This lets you copy scenery from the Master Disk or Scenery Disk onto your Play Disk. (You can copy one scenery and two cars to a Play Disk.)
- You can only copy scenery — never delete them— from the list in the first column. Likewise, you can only delete — never copy — scenery from the second column list.
- After a scenery is selected, press **Copy** or **Delete**, and follow the on-screen instructions.

COPY SCENERY (Continued)



- Use your joystick to highlight the name or names of the scenery you want to manipulate, then press the **fire button**. An * will appear before each name to indicate that it's selected. (Press the **fire button** again to undo the selection.)
- After a scenery is selected, press **Copy** or **Delete**, and follow the on-screen instructions.
- After you've placed cars and scenery onto a Play Disk, go to **Play Disk** and press the **fire button**. Make sure that your Play Disk is specified to **DFO:** and press the **fire button** again. The message at the top of the screen should read "Using Play Disk." When this appears, make sure that the Car Disk and the Scenery Disk are not assigned to a drive (the space beside the option should be blank). Then when you exit the Install Menu, be sure to set the **Your Car**, **Other Car**, and **Scenery** settings to match your Play Disk.

Using More Than One Disk?

Eventually, you may create quite a library of Play, Car, or Scenery Disks. To switch them without turning off your computer, go to the Install Menu. Take out your current disk out of its drive and put your new one in. Highlight **Play Disk** (or **Car Disk** or **Scenery Disk**), press the **fire button** twice and you're ready to go.

One Final All-Encompassing Installation Tip

On occasion you will boot up the game (or change disks within the game), and a message might pop up asking you to insert a Play, Car, or Scenery Disk. If you don't want to do this, or you don't have a such a disk, or you've specified the wrong drive location, just press **Esc** and follow the on-screen instructions. That should get you back into the game.

The Duel

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